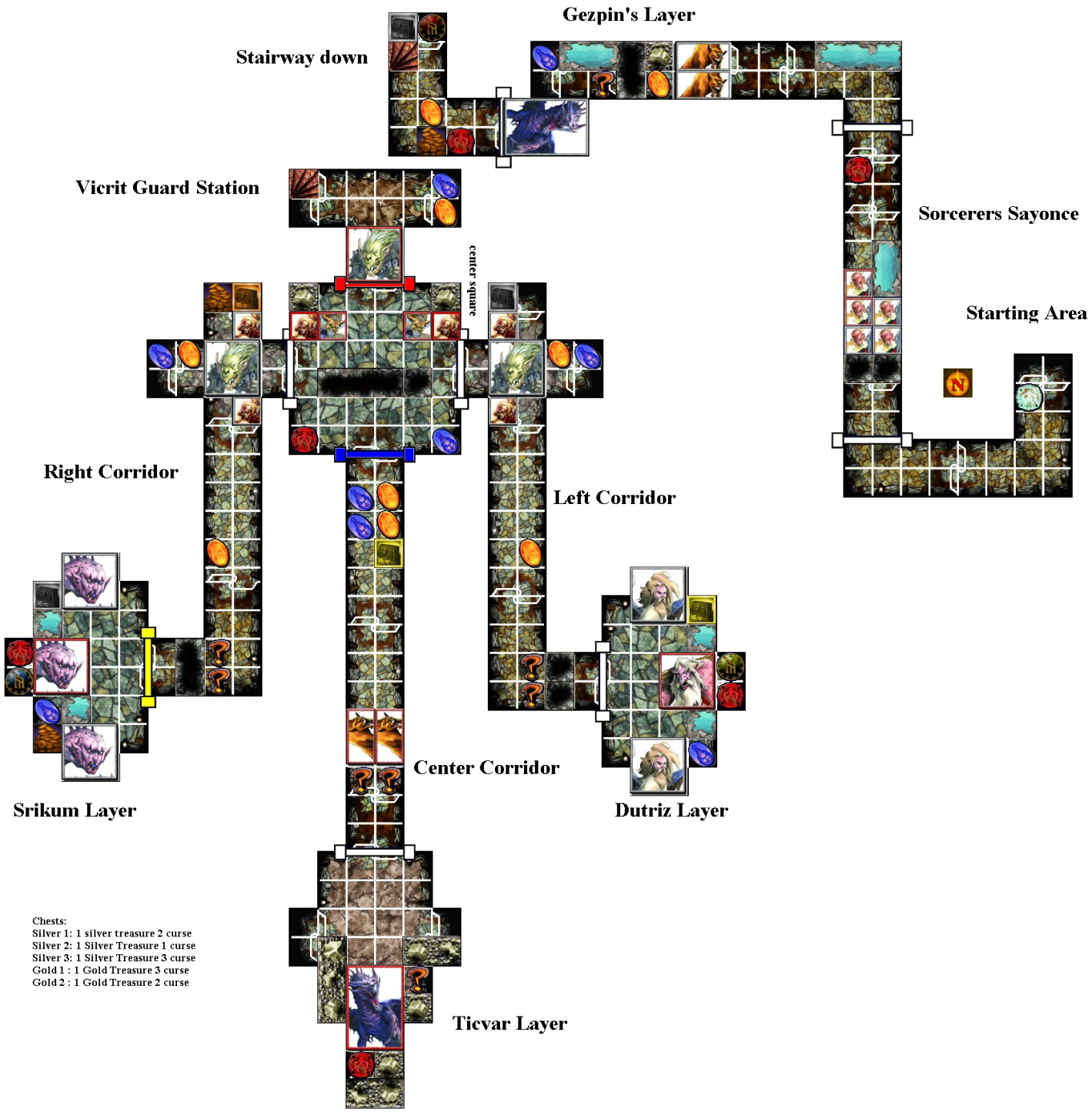

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Ticvar has my daughter

By Skull Thrasher

Quest Background

Its an ordinary day in the town of Shytryp. Your party has been fighting for several weeks now and the end has finally come. You decide to stop at the tavern to celebrate your recent victory over the forces of evil. "A round of ales please" you say to the bartender with a big smile. As hes pouring the 1st drink he breaks down and begins to weep. He runs to the back of the tavern crying out "Foncolla... Foncolla.. I miss you!" You don't understand what is happening. One of the locals at the bar explains that the bartender's daughter Foncolla has been missing for 3 years. On this day 3 years ago, she was kidnapped at the age of 16 by an ogre... Legend has it that the king dragon Ticvar hired this ogre and now has her locked in his dungeon. Several have tried a rescue mission but all have failed never to be seen again. The bartender interrups the local and falls down on his knees.. "Heros please bring me by Foncolla back! Here are my savings (hand one hero 200 coins). I wish I can afford more, but business is down. All locals are fearing their children will be kidnapped by evil ones. They stay in their homes. Shytryp has become a town of fear. Here is a map leading to a well on the outskirts of town that leads right into Ticvars Dungeon. If you would like to shop for supplies at the market, I know the owner Miz very well. Tell him I, Clype, have sent you to him. Be careful heros. I hope to see your safe return with my daugther in your arms. Thank you... " When heros go to market and if they say Clype sent them Miz says "Another effort..I lost count after the 10th rescue attempt....I'll offer you what I offered the rest of them 50% off anything in the shop... I can only offer this now as a one time deal...You're welcome to come and shop here as many times as you would like but this 50% deal is only valid right now. Clype is a dear firiend of mine... His Daughter and my Son were in Love. My Son tried to rescue his beloved Foncolla but came up short.. (Crying) I found this in a bag on my front door 3 years ago." (Hand a random hero the Ring Of Quickness card). I hope he didnt suffer when dying. You seem to be the most determined bunch that has ever attempted this rescue mission. For that, I will let you keep my sons ring and I hope it aids in your abilty in rescuing Foncolla... I just hope shes still alive."

Quest Goals

Your goal is to defeat Ticvar and bring back Foncolla to her father. You will start with 5 conquest tokens. Good luck

Important: Named monsters will have the same stats as master monsters unless otherwise stated.

Starting Area

The dungeon is dark and gloomy. The smell of raw flesh fills the air. You see skulls lying on the ground - sure evidence the last rescue attempt was failed. Evil is looking right at you!

Sorcereres Sayonce

Important: Display all sorcerers even though all are not in heros line of sight.

As you open the door you hear demonic chants all in unison. A sorcerer looks you straight in the eyes. A pit stands between you and him. You see others in the distance behind him.. They dont seem bothered by your arrival. They keep chanting as they raise their staffs at you.

Gezpins Layer

Important: Place only things that are in heros line of sight...Once they step onto question mark you may place dragon and read the following "The dragon seems to be sleeping for months. Doesn't look like he will wake up anytime soon." Dont tell heros this but Gezpin cant move or attack until he is woken up by a hero attacking him (If hero misses Gezpin remains sleeping). Also Gezpin's armor is 0 on the 1st heros "waking up" attack. Once Gezpin wakes up read the following "How dare you interrupt my sleep. I am Gezpin son of Ticvar and will defend my fathers dwelling until death!"

As you open the door you hear a loud snoring noise. It seems as if someone is in a deep sleep.

Stairway down

You see a very long stairway downward. The dungeon seems to be deeper than you expected. Bats fly and rats scatter from the stairwell. Gezpin's treasure and coins are there for your taking.

Vicrit Guard Station

Important: As soon as the the heros are close or about to roll the killing blow say "Stop...heros please dont kill me. My name is Vicrit. I have been stuck guarding this door for 3 years... It was I who kidnapped the beautiful young girl you are seeking. The girl is locked away with Ticvar. Ticvar had my daughter locked away with him for 15 years and threatened to kill her unless I replaced her with someone else. I had no other choice so I brought Ticvar the young girl; still Ticvar swallowed my daughter in front of my own eyes!!! I attacked him with all my might and he burned me severly and locked me in this small room for the last 3 years. I am unable to climb the stairs you came from as I am too big and can not fit. I am an old ogre and havn't fought in years; however, if you open this door for me, I will aid you on your quest to kill Ticvar. If I die then so be it..Id rather die trying to help you kill the evil merciless dragon... Please heros allow me to help you...Please give me some potions to heal my wounds..

If all the heros turns have passed and it is the overlord's turn and Vicrit is still alive after reading the above passage.. Hand the heros the Ogre card. They now have control of Vicrit. Vicrit maintains the current health and will probably need some healing. Vicrit can only perform an advance action. He can not use any speical weapons or items or armor. He has no fatigue. The only thing of value to him is health potions to keep him alive. He can use up 1 MP to drink a health potion given to him by a hero. Same rule of one potion per turn applies to Vicrit as it does for the heros. Vicrit is now a friendly figure and thus heros may move through him. However a hero can never stop his movement on any of the 4 spaces Vicrit occupies. Vicirt has Fear 2 over fellow ogres. The overlord does NOT treat Vicrit as an additional player and thus will collect the same # of threat tokens. Vicrit can never go back to

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town as he will be recognized as Foncolla's kidnapper. If Vicrit dies he is dead forever. The heros do not lose any conquest tokens because of Vicrits death.

You see a mighty ogre standing in your midst.....

Center Square

Important: If Vicrit is present he says the following "We must travel to the left corridor first"

There are many doors to choose from....all of which promise trouble....

Left Corridor

A Mighty Ogre stands in your way.
If Vicrit is present he talks to the Ogre saying
"I have these prisoners I would like you to kill for me...Your armor seems heavy take it off and I will hold it for you.." As soon as the ogre takes his armor off and hands it to Vicrit, Vicrit throws it in the pit behind him and the heros attack ...This ogre has 0 armor!

If a hero steps on a questionmark and if Vicrit is present he tells the heros
"Heros..behind this door sits Dutritz the Giant. He is usally accomponied by his manticore servents. The manticores are powerful and should be killed prior to killing Dutritz. Dutritz is very old and is confined to his dwelling. He is unable to move and thus can not pose any threat as long as you keep your distance."

Dutritz Layer

Important: Do not tell heros this (Vicrit will tell them if hes present)..The Giant Dutritz is unable to move.

An old giant stares at you. He picks up his long club that seems to not have been used in decades and tells his servents to prepare for battle

Right Corrdor

A Mighty Ogre stands in your way.
If Vicrit is present he talks to the Ogre saying
"I have these prisoners I would like you to kill for me...Your armor seems heavy take it off and I will hold it for you.." As soon as the ogre takes his armor off and hands it to Vicrit, Vicrit throws it in the pit behind him and the heros attack ...This ogre has 0 armor!

If a hero steps on a questionmark and if Vicrit is present he tells the heros
"Heros..behind this door sits Srikum and his two young twin brothers. We should try to kill Srikum and forget about his brothers as the the two twins will probably die of heartbreak if they lose their big brother."

Srikum Layer

Important: Do not tell heros this (Vicrit will tell them if hes present)..If the red naga Srikum dies the other 2 will die immediately.

In front of you sit 3 nagas..They Hsssssssss at your arrival and prepare to attack

Center Corridor

If a hero steps on a questionmark and if Vicrit is present he tells the heros
"Heros..we have finally made it. Behind this door is the master dragon himself Ticvar. Ticvar is very powerful so we must be careful.. He does have a slight weakness. Ticvar has a wound on his side that has never completely healed. Attacking him from the side will surely hurt the evil dragon more...Let us prepare for battle!"

Ticvar Layer

Important: Do not place the question mark on the map...
Read the following
Ticvar has the same stats as master dragon with 7 extra health.
Ticvar is immune to all special damage such as stun, poison, and burn.
Do not tell heros this.. (Vicrit will tell them if he is present) If a hero attacks Ticvar from the space with a question mark on it the damage done is doubled.

Before you sits the evil Vicrit. Underneath his belly you see a beautiful young lady...
If Vicrit is present... read the folloing
"Oh Vicrit...you've brought these peons with you for seeking vengence...muhahahahahaha!!!! I should have killed you a long time ago Vicrit...I doubt you will taste as good as your daughter but Im willing to find out!!"
Aftter hearing this Vicrit becomes filled with rage and may attack twice only on his next turn.

If Vicrit is not present..read the following
" What brings you to my layer....Now you will feel the wrath of TICVAR AHHHHHHHHHHHH!!!!"

If Ticvar is slain.. the heros save Foncolla and return her to her father Clype in town. If Vicrit is still alive he becomes filled with joy and decides he will rule over the once evil dungeon and build a memorial for his daugther. Back at town Clype thanks you and rewards you with a hearty meal.... As the heros are eating Foncolla begins to cry as she hugs her father...When my true love Ponto tried to rescue me Ticvar sent him away with evil demons...I managed to find out from Ticvar where he may be located..Oh father, I love being reunited with you but my life is useless without my Ponto. " She looks over to you and at the same time asks her father "If only someone could help?!?!?!?".....To Be Continued....

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